

Lockpicking Minigame System for Unreal Engine 4 Documentation

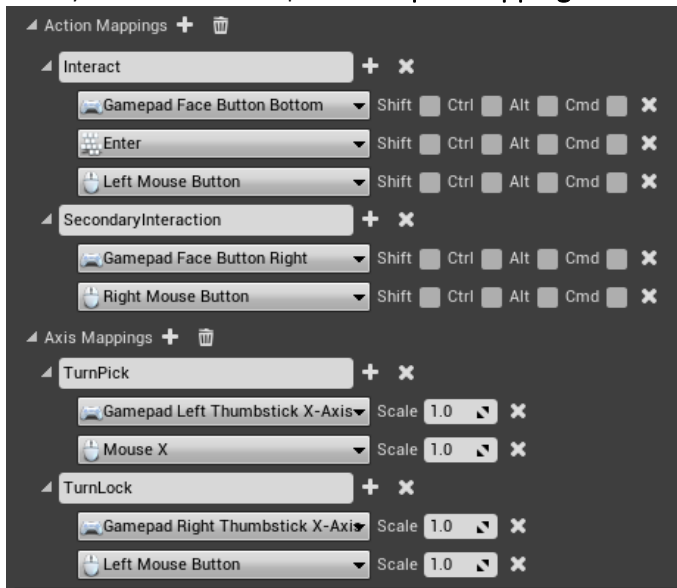


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1. Input Mappings

First you need to setup a few **input mappings** as following:

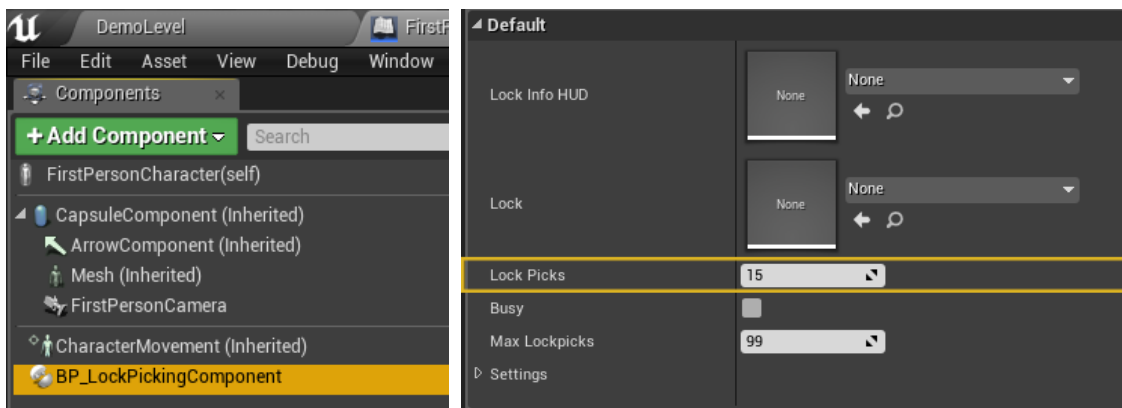


Note, that all assigned buttons on this screenshot are examples and you can of course also assign other buttons. Make sure though, that all input names are exactly as on the screenshot:

Interact, SecondaryInteraction, TurnPick and TurnLock

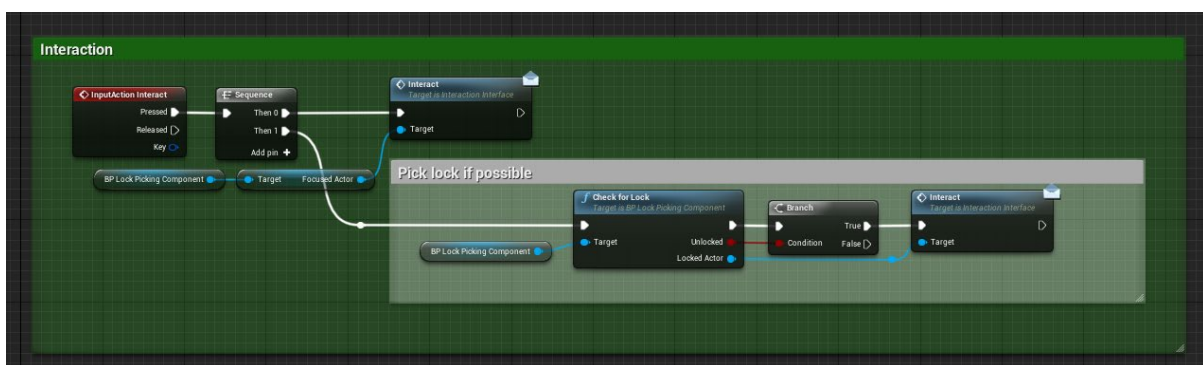
2. Add Components

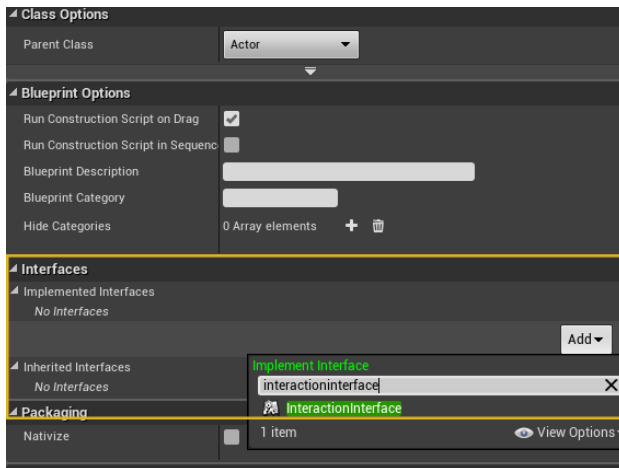
Add **BP_LockPickingComponent** to your player character blueprint.



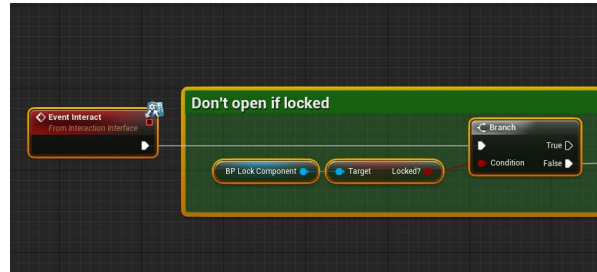
Having this component selected, you can change the default picks a player starts with in the details panel. Please don't change any other value here.

Also integrate the **InteractionInterface** to you player blueprint and add the following nodes to your event graph (you can also copy from the included example player blueprint):



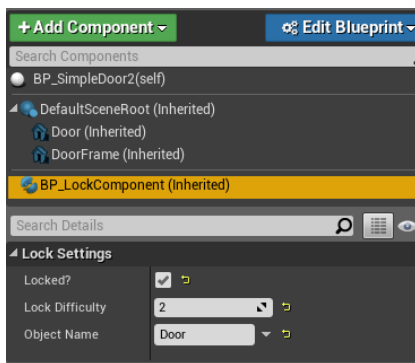


If you don't want to use the integrated example door, add **BP_LockComponent** to your door or other locked object. Also implement **InteractionInterface** to your locked actor.



This interface comes with an event called "Interact". Add this event as well as a check for locked state (as on the screenshot above) before the interaction event nodes of your actor.

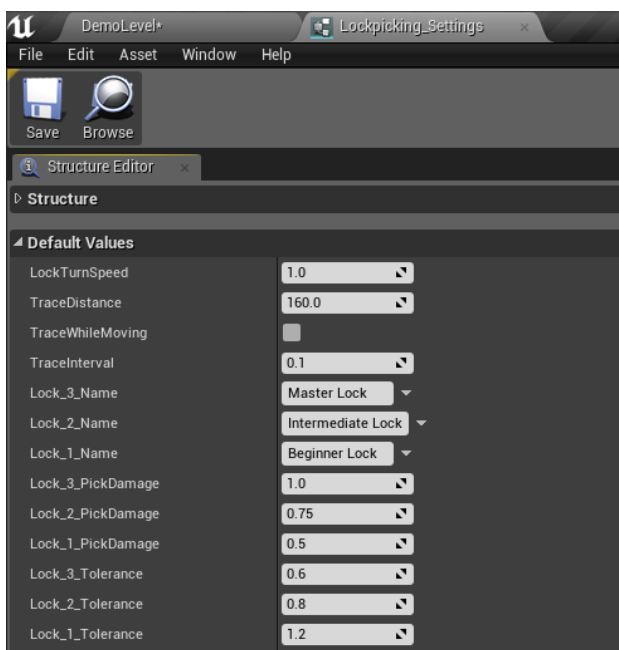
3. Lock Setup & Overall Settings



Click on your locked actor in the level and select **BP_LockComponent** from within the actor's component list. Now you can change the door lock's values.

Lock Difficulty 1 = Beginner Lock, 2 = Intermediate Lock, 3 = Master Lock

The value of Object Name will show up when you're near the actor.



You can also easily tweak the system by opening **Lockpicking_Settings** (Blueprints->Core)

Here you can adjust some values if you want. Check the tooltips for explanation.

NOTE: Changing the default values here does not work with engine version 4.18. If you're using this engine version, you may need to open **BP_LockPicking** and change these settings inside the **Settings** variable

You now are ready to go!

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Cheers,

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